



MID-CITIES COMMODORE CLUB

Dallas/Ft. Worth

MCCC NEWS

JULY 1988

ISSUE 7

BUILD YOUR OWN HARD DRIVE FOR THE AMIGA

Mark Hand, MCCC

Are you tired of seeing IBM hard drive prices around \$350 and knowing that the same drives for the Amiga cost \$700 to \$1000? In defense of third party manufacturers, the requirement for an external cabinet and power supply dictates that drives designed for the 500 and 1000 cost more; however, it is possible to tap into the large supply of drives and controllers available for the IBM and significantly reduce the overall cost of a hard drive system. I recently built a 32.5 meg drive for my Amiga 1000 at a total cost of about \$600. Now, at first \$600 for a 32.5 meg hard drive that you build yourself may seem a little high. However, consider that the controller that I used can handle two hard drives, and you can see that another drive can be added for the cost of the second drive alone. I can add an identical drive and have 65 megabytes for less than \$850! MAX is a project marketed by Palomax, Inc., that provides plans and software to the Amiga owner. It is not a kit. Included in the project is complete test software, an incremental backup program, drivers and mountlists, construction diagrams and schematics, a parts list, and a list of compatible drives. Parts must be ordered from various electronics suppliers. Although Palomax recommends some circuit construction experience to complete the project, I believe that anyone with mild proficiency in soldering should have few problems.

Construction typically takes about 12-15 hours, depending on individual skill. Techniques required are soldering and wire wrapping. The bulk of the project consists of building the required Amiga bus interface, which allows the controller card to be plugged into the end of the computer just like any other Amiga expansion product. Palomax recommends the use of the OMTI 5527 controller with MAX, and has optimized its software to use this card. The 5527 is an RLL controller, which allows it to pack more information on a given drive, and access that information faster than a standard MFM drive. Any number of RLL rated hard drives designed for the IBM may be used. I chose the Miniscribe 8438 because it provides plenty of storage (32.5 meg) at a low price (\$240, shipped). Cont. p. 6



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**From the Editor's Desk:****Vanessa Bennett**

I want to thank the AMIGA users for their input in this issue. Please continue! I also want to thank all the chapter reporters for their work. You are definitely appreciated. I'd like to welcome Robin Wilson to the position of HEB Reporter.

Hewlett Packard DeskJet Printer

Don Bonochea

Reprinted from TUNA

Hewlett Packard is a name very well known in electronic instrumentation and test equipment, but not as recognizable in the personal computer market. They have made numerous attempts to enter this market with their own PC line, but, to be frank, they haven't been exceedingly successful. Their current Vectra is arguably one of their more successful products, but still is not an overwhelming hit. Fortunately for us, HP has an extremely successful peripheral line, their flagship being their LaserJet II printer. Unfortunately, for the common consumer, the LaserJet II is not what most of us consider affordable. At a mail-order price of right around \$1,695, the LaserJet is still out of the reach of the general computing public. Again, fortunately, HP has come to the rescue of the small business/home computerist with the introduction of the HP DeskJet.

The DeskJet, simply stated, is a drop-on-demand thermal inkjet printer; it forms its characters and graphic output by squirting tiny drops of ink onto paper. In times past, and even to this day, inkjet printers have been most successful with a special clay-coated paper, which is far from cheap. Not any more. The DeskJet uses a version of Canon's bubble-jet technology (which, I'm sorry to say, I know very little about), and is able to print on just about any type of

paper. The DeskJet has a resolution of 75 x 75 dots per inch (dpi) in low-density, and 300 x 300 dpi in high-density. Yes, that is correct--300 x 300 dpi! This is equivalent to just about every laser printer on the market today, and is the DeskJet's claim to fame: laser quality output at 1/3 the price!

The output of the DeskJet must be seen to be believed. One can write and talk about it, but until seen, most reactions resemble "Sure...near laser quality..." or "If you say so...". With the printouts that I have been making, I find it indistinguishable from laser output.

The unit itself is not a streamlined design...it reminds me of a small diesel engine with its boxy shape, but one mustn't judge a book by its cover. It contains a paper input and output tray, and automatically feeds from the small input tray located on the bottom front of the machine. A stack of approximately 100 sheets of paper can be put in the tray, so you won't be changing paper overly often. The output tray is unique. Output is carried along two side-rails until the printout is finished, then the side-rails rotate up out of the way, allowing the page to drop into the output tray. Obviously, this is so that the ink on the sheet underneath the current sheet can dry before the next sheet falls; if it weren't designed that way, you might have numerous sheets with smeared print on the bottom. There is also a manual envelope feeder located in the output tray which supersedes the taking of a sheet of paper from the input tray.

The DeskJet has two speeds, 240 characters per inch (cpi) in draft mode, and 120 cpi in letter-quality mode. Graphics resolutions supported are full-page 75, 100, 150, and 300 dpi. The standard print characteristics are 5, 10, 16.67, or 20 pitch, depending on printer mode and font selection, 6 or 12 point size, depending on font selection and courier typeface. Cont. P.4

DESKJET Cont.

LaserJet II speaks. There are numerous font cartridges available, along with a 256K RAM expansion for downloading of HP softfonts (the DeskJet currently has a 16K buffer built in). You can also purchase an Epson FX-80 printer emulation cartridge so that you can use the DeskJet on computers which don't have any direct support for the DeskJet. Two interfaces are included, both Centronics parallel, and RS-232C serial. The DeskJet's physical size is 17.3"W X 8"H X 14.8"D (there are also metric measurements quoted in the manual, but hey...I've got the English measurement much too ingrained in me to simply abandon it!) HP quotes a reliability for the DeskJet of a 60,000 page lifetime, a Mean Time Between Failure (MTBF) of 20,000 hours power-on, and 12,000 printed pages per year (50 pages per day average use.)

Things I dislike - believe it or not, there are a few. There is no built-in capability to do italics; this must be purchased separately through the use of font cartridges or softfonts. Also, I can find no mention in the manual of how many pages one can expect from a single ink cartridge. In the business I run, this is essential, as I charge a price "per page" of printed output. I have tested the DeskJet using ProWrite 2.01, and I must say that output (at high density) is painfully slow, on a par with the original release of ProWrite. I don't believe this to be a fault of ProWrite, as my Apple ImageWriter II was a lot faster, and it had 4 colors to print.

Things I like - Price. For a mail-order price of \$675, you can have laser-quality output, something which many small businesses could not afford before. The output is clean and crisp, depending on the type of paper chosen. Poor quality paper returns poor quality printouts, while the investment in high-quality paper returns a decidedly better product. Graphic output is incomparable

to anything in its price-class. Normal text-speed is very good, and even letter-quality is fast. And I finally have a printer which produces very readable output from PageSetter!

All in all, I think HP has a very real winner here. From start to finish, the DeskJet is perhaps the best printer investment anyone could make. I am a little reticent to let my customers know about it though...at this price, they can do their own laser-quality output!

WHAT'S NEW IN THE WORLD OF C-64/128 SOFTWARE

Cheryl Howard, MCCC

At BABBAE'S you will find new from Electronic Arts this month is DRAGON'S LAIR. This double sided disk based on the popular arcade game features 17 challenges to test your ability as a dragon slayer. Side one contains the game "DRAGON'S LAIR" in which you must slay terrible monsters and battle your way through dangerous traps to rescue the fair Princess Daphne from the demented and despicable dragon, Singe, The Lizard King.

Part two- ESCAPE FROM SINGE'S CASTLE- On the backside of DRAGON'S LAIR, you'll find yourself having to slay the fearful Singe and also gaining a fortune in gold. This adventure game contains falling platforms, burning ropes, river caves, and mud monsters among the perils you must cope with.

Control of the game involves both keyboard and joystick use. All in all, the game will keep you entertained if you are a true arcade fanatic.

NOBODY BEATS

BABBAGES

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LOOK FOR OUR SEVEN OTHER STORES
THROUGHOUT THE METROPLEX!!!

The latest episode of the Carmen Sandiego programs is now on the shelf for the C=64. WHERE IN THE USA IS CARMEN SANDIEGO hit the shelf about a month ago. Included in the program is the latest copy of Fedor's Guide to the United States to help you track down Carmen and her gang of thieves.

The game is played exactly like the original version so there are no surprises, just good old fashioned deduction and game play.

Another easy to play game this month is 4X4 OFF-ROAD RACING by Epyx. In this game you are given the choice of four 4X4 truck racing challenges: The Georgia Mud Fest, The Michigan Winter Wreck-off, the Death Valley Trek or the Baja challenge. After you decide which course you want to tackle you choose one of four trucks, customize it and stock it with tools and supplies you might need, including food and water, depending on the terrain of the course you selected. Then it's off to the races.

You can slip and slide on the ice in Michigan, get bogged down in mud in Georgia, or swelter in the heat of the deserts of Baja or Death Valley. Be sure to look out for those skeletons, rocks, tires and other obstacles in the road for they can and will cause accidents, sometimes deadly. I even killed my sweet little doggie one time, and he had just gone along for the ride.

Both of these games are good for the kids home for the summer as they are entertaining without putting a strain on the brain. (I think the kids brains sometimes go into hibernation during the summer, and these games will help wake up some of those brains cells without the pain associated with school.)

Just a note on thinking games---If your kids watch many of the game shows on television, like Jeopardy or \$10,000 Pyramid, the computer versions are very good and the cost is under \$15. We have several that my oldest daughter plays frequently and really enjoys.

CAD-PAK 64, an advanced full featured design and drawing program, is not for the novice artist. However any budding design artist will enjoy using this program even though the program is slow moving. I did not have a light pen (which probably is faster) so I had to use the keyboard entry mode. The 93 page instructional manual is well written and is a MUST if you want to get anything out of this program. The main advantage to CAD-PAK 64 is the ability to scale.

At the beginning of the program you are asked several questions to determine the size of your final print out.

CAD-PAK 64 has been around for quite awhile, and is more oriented to a commercial need than that of the general computer artist. I have seen this program around and know of people that own it.

Until next month

Demon Stalkers

By Micro Forte, Electronic Arts

Barbara Cramer, MCCC

I seldom enjoy playing a game so much that I hesitate to return the review copy, much less, quit playing in order to begin writing. Demon Stalkers for the Commodore 64 and 128 is excellent. 100 levels of mazes, adversaries, physical and logical puzzles to solve and action arcade adventure. If this isn't enough, enjoy creating your own with the Construction Set.

The scenario is much the same as every other game based on the mythological, magical past. You are the good guy battling the bad guy, Calvrak, who uses fiendish traps to fool you and hordes of monsters to sap your strength. At first there is a striking similarity to the award-winning Apshai trilogy games, mazes, treasures, rodents and health indicators. The size of each level is approximately 3 screens by 4 screens with various paths and color combinations

DEMON STALKERS Cont.

used on each level.

Unlike the Asphai games, Demon Stalkers actually teaches you how to be successful. Scrolls are left to give you helpful information, even hints and with the flexibility of 100 levels you will not soon get frustrated by an escalating difficulty ratio. If all else fails, you can always go to the Construction Set and Test-Play a level that gives you trouble in order to master it and then return to your saved game. Another nice feature is that many levels are interactive requiring that you travel in a three dimensional nature making the game more realistic.

Your very first task is to make a copy of the scenario disk with the copy program provided. You may make as many copies as you like but only one game in progress will be saved to the disk. The program disk is heavily protected which often becomes a nuisance. I learned the hard way to disconnect FastLoad and to keep the code chart close at hand for the periodic keyword checks. In addition, the gameplay allows you to earn additional health points by taking a reading comprehension quiz reminiscent of the high school S.A.T. exam. You remember those tests where you are given a paragraph to read and then asked a question to see what you have retained. My mental health can do without those little reminders of the Graduate Record Exam.

One of the nicest features of Demon Stalkers, however, is found in the gameplay. While there is a 'perfect' way to solve each level and proceed to the next, there are options when you are backed in a corner or when you are first learning. It took me two days to discover that I had skipped level three by using a particular strategy; I was enjoying the game so much that I hadn't paid attention to the level numbers. But that is the very point; you don't have to solve each level perfectly to proceed. Perhaps

eventually you will want to do it 'right' but if you fail at first, you are not stuck in one place until you get it right.

The two player game mode is even more interesting. While you must share the food and treasures, you have the added strength of working together not against each other. One player may specialize in defense while the other grabs treasures and keys. What a novel idea! My six year old was thrilled to play with me, cooperating with me and sharing in the treasures.

There is more, much more, but I must compliment the cover artist who rendered a design which accurately depicts the feel of the game. The cover stimulates your imagination without exaggeration. The cover shows exactly how the game feels. Bravo, Electronic Arts.

If you enjoy playing games on your C64 or C128, don't miss Demon Stalkers. It is a fine product at a reasonable price.

AMIGA HARD DISK DRIVE cont

Below are my performance timings as determined by "diskperfa", a standard hard drive benchmark program.

File Create:	4 files/sec
File Delete:	8 files/sec
Directory Scan:	43 entries/sec
Seek/read Test:	68 seek/reads/sec
Read speed:	48,545 bytes/sec
Write speed:	16,181 bytes/sec

These speeds are respectable, especially considering that AmigaDos 1.3 should provide an increase of 4 to 5 times.

Palomax reports no compatibility problems with other peripherals. I am currently using it along with a printer, external 3.5 floppy, 2mb expansion memory card, and a modem. It can be built to pass the bus, and with a small modification can be used on both the Amiga 500 and 1000. I had only a couple of problems during construction, and a call to Palomax quickly fixed them both.

Below is a breakdown of typical costs to complete the project:

Hard Drive	\$240
Controller	110
Interface Parts	30
Project Plans (ouch)	169
Drive Cabinet Power Suppl.	50
----- Total	\$599

These prices represent a bit of shopping around to find the best prices on parts. A good place to look for drives and controllers is in the Computer Shoppers Guide. Also note that if the interface does not pass the bus, the overall price drops by about \$20 (The cost of the extender board material).

In conclusion, the MAX project represents the opportunity to turbocharge your Amiga for much less than currently available alternatives. A project like this is not for everyone; however, for many the task will provide an enjoyable and affordable way to make that upgrade they have been planning. For more information: Mark Hand 817-346-6578 evenings before 10:00 pm Or write: Palomax, Inc 424 Moreboro Road Hatboro, PA 19040 215-672-6815

NEW FOR THE AMIGA: DR. TERM PROFESSIONAL Bill Raecke, MCCC

Dr. Term Professional is the latest terminal program for the Amiga. Always on the lookout for the perfect terminal program, I recently purchased it and decided I would pass along my observations to others who may be interested.

First, my idea of what an ideal terminal program for the Amiga would include. Supported protocols should include ASCII, XModem, W-XModem, Y-Modem, Kermit, and Z-Modem. Automatic file chopping should be provided for all but ARC'ed ZOO'ed or PAK'ed files. It should allow multi-tasking. It should provide a script language with the provision of

executing a script automatically upon connection to a host. It should allow you to execute the program on a custom screen. It should provide you with a full 80 column display. It should be bug-free.

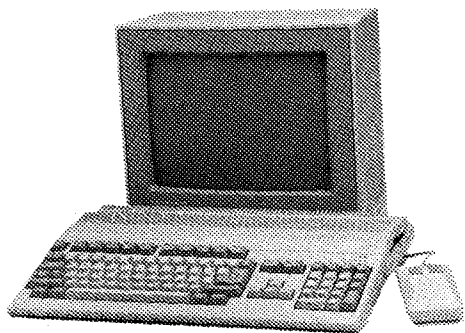
All the terminal programs until now have failed on one or more of these points. In the commercial world, Online! and Diga are the two major competitors. Neither offers W-XModem, a requirement for those of us who regularly use PeopleLink. In the public-domain/shareware arena, AMIC-Term and ACCESS! are the major players. AMIC-Term offers a minimal script language but it will not automatically execute a script upon connection. It also does not support Z-Modem. It's major flaw, however, is it's habit of crashing your system at the end of an ASCII upload. ACCESS! offers no script language at all and supports only the XModem and W-XModem protocols.

And so the search for the perfect terminal program continues. When I got my copy of Dr. Term Professional home and began messing with it, I was immediately impressed. It does not allow for execution on a custom screen - a minor annoyance. The user interface is also a little unusual for an Amiga, using the ' for a command prefix rather than the normal Amiga key combinations normally used for menu alternatives (it is quite obviously a port from another computer). After using the program for a while, I became quite comfortable with it. All the major protocols are cont. p. 10

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GOMF!

version 2.2



ver
2.2

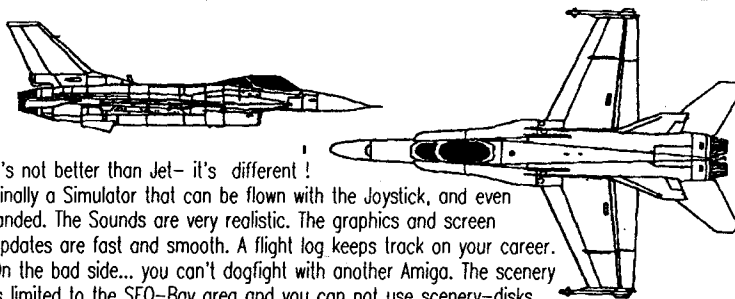
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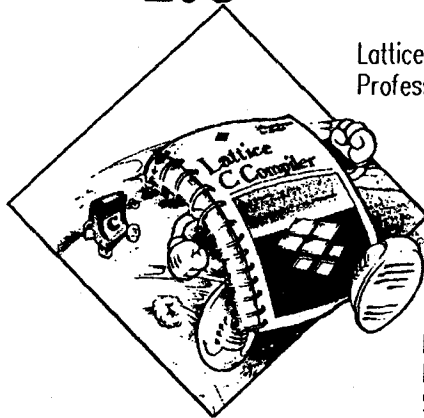


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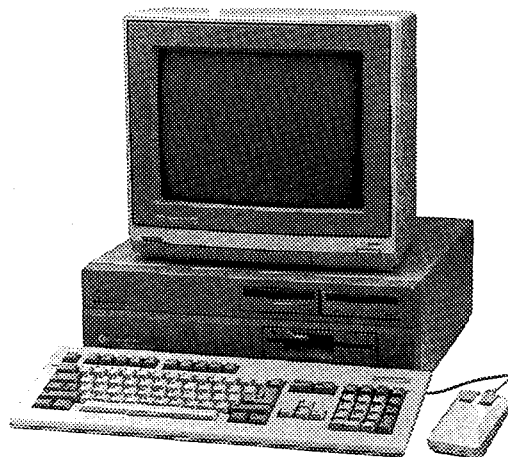


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provided with the exception of Z-Modem. Even W-XModem is supported. It provides a very complete script language and allows the user to execute a series of commands automatically after connection to a host. My only complaint here is that the documentation seems skimpy in this area. It took me quite some time to get my log-on procedure to work properly due to a lack of understanding of what the proper command setup should be.

For a while I thought I had finally found it - perfection. But then reality came to visit and I began to notice flaws and omissions. The only real bug I have encountered has to do with downloading programs. At the end of a file transmission the program will often begin to report "TIMEOUT" waiting for the next block to be transmitted. The program simply never notices the end-of-transmission signal from the host and continues to wait for more data. This is something I have never encountered with any other program but which seems to happen about half the time with this one. A rather serious flaw. Luckily the authors have provided a way around it. By selecting "End Receive" from the menu or typing 'ER on the keyboard, the buffer is flushed, the file is closed and you are back in control again.

One major omission - almost as serious as the end-of-transmission bug. Automatic file chopping is not provided. As most of you know, AMI is very particular about file lengths and does not tolerate the padding added by XModem, W-XModem, or Y-Modem. ARC'ing a file gets around this problem because the ARC command is not particular about lengths and the un-ARC'ed files will work just fine. When downloading an un-ARC'ed file however, the padding added to achieve equal size blocks must be removed at the receiving end. Most Amiga terminal programs do that automatically. Dr. Term does not, requiring you to use a utility program to

accomplish the task.

One more complaint. When Dr. Term is booted, it accesses the printer device, activates it, and locks it. This is fine in other computers, but in the multi-tasking Amiga, it is a flaw. It means that you cannot print anything using any other program while Dr. Term is running.

Summary? Dr. Term Professional comes very close to providing the ultimate terminal program. With the addition of Z-Modem and the correction of the problems mentioned above, it could be unbeatable. In the meantime however, ACCESS! is probably still your best bet. It is bug-free and its only omissions are its lack of protocol support and a script language. Best of all, it is shareware with only a \$25 donation requested. If upgrades are made to Dr. Term Professional, I will report them here.



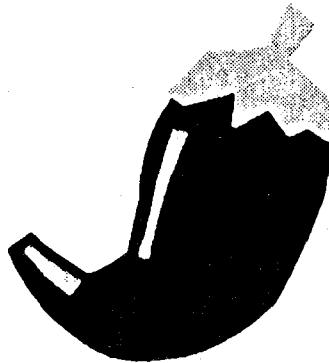
CHAPTER NEWS

AMIGA CENTRAL CHAPTER

Tim Flynn

Another supplier has joined the ranks of those who recognize a good market in the Metroplace when they see it. We would like to welcome Computer Skills, a new retailer of the Amiga and related products. It is located a bit west of Western Hills on Pipeline Rd, and yes, they are offering discounts to Club members.

For those of you still not making your best effort to make the monthly meeting, here's a little bit of incentive. During the June meeting, four (count them - 4) prizes were donated by software Terminal and given away. You can't win if you don't enter the game. But seriously, we really would Cont. p. 12



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AMIGA CENTRAL Cont.

like to see everyone take advantage of these opportunities to learn more about the machine that offers you the most of any home computer today. Better chances than this just don't happen!

A programmer's delight is what was served last month as we heard all about the benefits of programming in Modula-2 from the man who wrote the book (and the language). Leon Frenkel, author of Benchmark Modula-2, gave an excellent presentation of a language that is as powerful as 'C' but easier to understand, being not quite so cryptic. With at least three compilers for Modula-2 on the market for the Amiga, it has definitely staked out a claim for itself on this machine. One of its particularly nice features is an interactive editor which not only keeps you active after a bad compile, but gives readable and understandable error messages to you while you're in the editor. Benchmark is a well thought-out program that I'm sure will soon be a 'benchmark' for this language.

COMING ATTRACTIONS:

The program so many have been waiting for. YES! Desktop Publishing! The wait is over, and our July meeting will be the culmination of months of anxious anticipation. Everything you wanted to know. Everything you didn't want to know. Everything you didn't think you wanted to not know. HERE'S YOUR CHANCE! See you then.

AMIGA BY THE LOOP

Brent Wood

Greetings, Metroplex Amiga owners! This is your By-The-Loop reporter, here to tell you that all is well with the newest chapter of the MC-Cubed. Our meetings keep getting better; June had one of the best, and next month's promises to be even better. Attend a few and you'll see.

The June meeting featured a presentation on home banking by Myra Kirkland of First Republic Bank. This is a wonderful system for anyone with an Amiga and a modem. It gives you a reason for having this machine (besides playing games, viewing pictures, etc). That is, this facility can save you time and money (translation: here is a practical use, a viable justification for the one thousand plus dollars investment).

The basic reason for using home banking is that it allows you to pay your creditors on time without the following:

- (1) write the check;
- (2) record the check;
- (3) address the envelope;
- (4) seal the envelope;
- (5) re-open the envelope, insert the check and re-seal

**CHAPTER NEWS**

- the envelope;
- (6) look for a postage stamp;
- (7) go to the Post Office to buy postage stamps - sorry, it's Wednesday and they are not open;
- (8) go to nearest postage stamp machine - sorry, it is out of series E stamps;
- (9) return to the Post Office the next day during your all too brief lunch hour, and stand in a long line (the stamp machine at the Post Office is still out of stamps!!!);
- (10) mail the blasted check. Instead, with Home Banking, a modem and your Amiga, you merely tell the Home Banking computer who to pay, how much to pay and when to pay.

The money does not leave your account until the day you indicate they are to be paid. Additionally, you can always examine your balance and future schedule of payments free, and the current and previous month's statements are also on-line (the first 30 transactions are free, and the rest are 15 cents each). Of course, you will have to learn to live without the hassle of standing in lines at the Post Office, or (my favorite) licking stamps and envelopes.

our thanks to Myra Kirkland of First

Republic Bank for a very enlightening and entertaining presentation.

Surely, this will be a difficult act to follow, you are saying to yourself. Surely next month's program cannot hope to equal those that have gone before, you reason. But there, my friend, is where you have strayed. For next month, the chapter in the church (ABTL) will present none other than Mr. Amiga himself, the man who owns nearly every piece of Amiga hardware and software, our oracle of Commodore rumors, Jack Smith. Our long-time Guru-grappler will present:

(Pause for a proper build-up):

First there was desk-top doodling (very low-tech).

Then came desk-top publishing ("How's that, Mr. Gutenberg?").

And now, Desk-Top Video! This is one you won't want to miss; and if you do, you'll regret it. Maybe not today, maybe not tomorrow, but soon and for the rest of your life. So be there on July 12th! Have a safe and happy 4th! Other Amiga News

For those of you in the market for Amiga hardware and software (that covers just about everyone, doesn't it?), there is a new place to exchange your shekels for the latest: Computer Skills, located at 66 Wilshire Village Shopping Center on Route 10 is now carrying Amiga products. Also, if you purchase an Amiga 500 from Computer Skills, they will pay for your membership in the MCCC (one year only). Such a deal they have for you! (Editor's Note: I want to thank Rick Schulz for filling in for Brent Wood this month.)

FT. WORTH NIGHT CHAPTER

Clay Sutton

We meet on the third Monday of the month at 7:00 pm at St. Elisabeth's Episcopal Church in Fort Worth. Our program in June was a demo of a library disk on Basic and Machine Language tutorials. The July meeting will

be at the church on the 18th at 7:00 pm.

FORT WORTH CHAPTER

Mary Louise Hagemeyer

We continued the BASIC workshop at our June meeting, going through Jim Butterfield's easy bar graph program and some other examples of using graphics and loops. Rich Meyer demonstrated a public-domain BASIC tutorial, and Bob Krause showed a program that prints 110 Print Shop graphics on a single page.

Next month Cheryl Howard will show us all about using GEOS. Just in time, too, because some of our members have been asking questions about GEOS.

The meeting will be Saturday, July 9, at 1:30 p.m. in Room 1 of General Dynamics Recreation Area on Bryant-Irvin Road.



CHAPTER NEWS

ARLINGTON- GRAND PRAIRIE

Janet Hamm

At our June program, Cliff Rushing gave a brief description of our public domain library. He continued with a slide presentation of the planets and deep space. This was a very intriguing presentation.

Herschel Gibbs, our vice president, stressed the need for members to help bring equipment to the meeting each month. Equipment is needed for the speaker and also for other areas of interest. So, please give Herschel (275-2253) a call. Herschel also used the July issues of RUN and COMPUTE'S GAZETTE as a source for future presentations by our members. Look over the publications you receive and share the info with us. It was great to have three new members join us this month.

Our location for the second Saturday Workshop - 1:30pm is changing. Please call Louis Nailor (262-4576) for more information. The July third Tuesday meeting will be on the 18th at 6:30pm in the Arlington Community Center. A presentation for the C-64 on home

ARLINGTON/GRAND PRAIRIE Cont.

financial planning. Some of the areas to be covered are check writing, accounting, and budgeting. Hope to see you there.

H. E. B. CHAPTER

Robyn Wilson

At the June 11th meeting, the chapter sold 20 public domain diskettes featuring arcade games and basic educational skills. They are being sold for \$1.00 each or an exchange of a blank disk. There are several left. If you have any program selections that you would like to have on a disk, contact Jack Slay at the next meeting or on the BBS. This is a good fund-raising activity for the Club that can be done by all chapters. Glenn has some of these disks left over that he will try to make available to the other chapters soon.

Eldor Luedtke, Jr. brought his C128 personal computer along with a WARP SPEED cartridge. WARP SPEED is a fastload cartridge that is useful for both the C64 and C128. It has many utilities such as copying files and reading internal information about the diskette.

We are getting back on schedule next meeting (July 16), having our meetings on the third Saturday of the month at 1:30 pm at the Hurst Civic Center. At that time, our club president, Harold Williams will be giving a talk on 'SUPERBASE', a data base program. (Cheryl's Note: I would like to welcome aboard Robyn Wilson, the new Reporter for the HEB CHAPTER.)

MINUTES FROM THE BOARD OF DIRECTORS

John Malmstrom

There isn't too much to report from the June Board of Directors meeting even though it was a long one. We spent most of our time discussing a little dilemma regarding the upcoming METCOM 88, for which we had reserved space at the Arlington Convention Center (ACC) on October 8. Seems as though that date was in conflict with one of the "major"

commodore shows and several of the vendors we were expecting couldn't make it to our wingding on the 8th. No other date was available at ACC, but Jack DeFore had contacted the people at Infomart in Dallas and found that we could obtain space for our meeting on October 15. After much discussion on the pros and cons, the board decided to leave the date where it was and take our chances. Well as it turned out, there was a cancellation at ACC and Jack was able to make a reservation for October 29, 1988 -- a more desirable date for our conference anyway. So, mark that date -- October 29, 1988 -- on your calendar and plan to attend METCOM 88. Jack and his committee are hard at work putting together a really dynamite day.

Here's the membership breakdown as of 6-18-88:

Amiga by the Loop -----	38
Amiga Central-----	113
Arlington/Grand Prairie ---	55
Fort Worth Day -----	26
Fort Worth Night -----	27
Hurst/Euless/Bedford -----	65
Total -----	324

Please remember that all club members are welcome and invited to attend the Board of Directors meetings. They are held the 1st Saturday of the month at North Richland Hills Community Center, Rufe Snow and Loop 820, at 10:00 a.m. The next meeting will be August 6, and the September meeting has been moved up to August 27 to avoid the Labor Day conflict.

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1988

**SUN****MON****TUE****WED****THU****FRI****SAT**

					1	2
3	4 CELEBRATE INDEPENDENCE !!!	5	6	7	8	9 FT. WORTH ARL/GP WORKSHOP 1:30PM Read details in Chapter News Call President
10	11	12 AMIGA LOOP R.H. CHURCH OF CHRIST N. Richland Hills 7:30 pm 2nd Tues Rick Schulz 281-3996	13	14	15	16 H.E.B. Hurst Civic Ctr. HURST, TX 1:30PM 3RD SAT Glenn Schneider 540-1021
17	18 Ft. Worth Night St. Elisabeth Epis. Church 7:00pm Bill Jones 295-8637	19 ARL/GP Community Ctr Arlington, TX 6:30 pm 3rd Tues Glen Herring 572-0489	20	21 AMIGA CENTRAL Community Ctr. Arlington, TX 7:30pm 3rd Thur. Bill Raecke 465-2014	22	23
24	25	26	27	28	29	30
31						

AUGUST'S BOARD OF DIRECTORS MEETING WILL BE THE 6TH!!!

MID-CITIES COMMODORE CLUB INFORMATION

THE MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school, and in business. The appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines, Ltd. or Commodore, Inc. Commodore and Commodore product names (PET, CBM, VIC, C64, C128, and AMIGA) are registered trademarks of Commodore, Inc.

Our meetings are open to all. Membership dues are \$20.00 a year and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in the club-sponsored classes. An additional \$12.00 authorizes club members access to the MCCC ASCII and Graphics Bulletin Boards. Dues are payable for one year in advance.

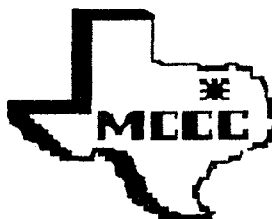
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Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P. O. Box 1578, Bedford, TX 76095.

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